

STURM WARNING

GS6

Battlefield:



VICTORY CONDITIONS: The German player wins if there are no Russians within 3 hexes of the Sturm Tiger wreck's location (see SSR 3).

Scenario Rules:

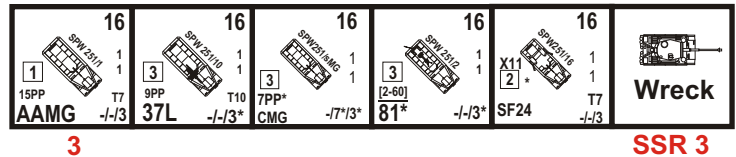
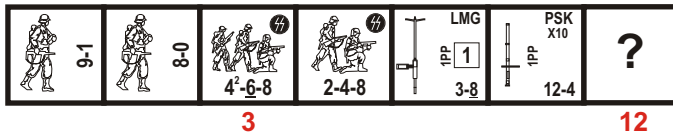
1. EC are Moderate, Weather is Clear with no Wind.
2. The canal is Deep
3. The wreck counter represents a disabled Sturm Tiger. This must be setup concealed at start.
4. Prior to all setup, players alternate placing 2 rubble counters each. Rubble counters may not be placed ≤ 1 hex from a bridge. German Rubble counters may be set up HIP and their presence is only revealed once a Russian unit has LOS to it.

GERMANS Set Up First

RUSSIANS Move First



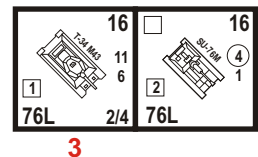
Elements of 4. Panzerarmee: [ELR 5] Set up on Board 21 between hexrows I and W and/or Board 23 hexrows X and Y. {SAN: 4}



Elements of 58th Guards Army: [ELR 4] Enter on south edge On/After Turn 1. {SAN 3}



Enter on south edge on/after Turn 1 with half MP remaining.



AFTERMATH: Although the Germans applied their usual fight and fall back tactics, orders stood that any Sturm Tiger must not fall into allied hands even disabled tanks were to be demolished so that they would not reveal anything to the encroaching allies. The race here was on, with limited resources the Germans tried to defend, buying time for the engineers to fix or, if worst came to worst, fix charges and disable the Sturm Tiger, but to no avail as the 58th Guards Army swept forward, overwhelming them, capturing a prize which would still be on view 65 years later in the Kubinka Tank Museum.